

ABSTRACT**OBJECT ORIENTED MODEL OF PRELOADING SOFTWARE**

A method, system and computer program product for creating a preload. A
preload may be stored onto a computer system prior to the computer system being
5 manufactured. One or more attributes of an object of a preload may be defined. Each
preload object may be an aggregation of one or more software element objects. A
comparison may be made between the attributes in each software element object with
the one or more attributes in the defined preload object. Upon identifying one or
more software element objects whose attributes comprise the one or more attributes
10 of the defined preload object, one or more part numbers associated with the one or
more identified software element objects may be transmitted to a manufacturing
system. Software associated with the identified one or more software element objects
may be retrieved and installed onto a preload associated with the defined preload
object.

AUSTIN_1\1731023
10/19/2001 - 7036-P191US